# STORMSURGE

**375 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 8" | 11 | 2+ | 20 | 7+ | 6 |

**INVULNERABLE SAVE** 4+

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Cluster rocket system<br>BLAST<br>HEAVY | 48" | 4D6 | 4+ | 5 | 0 | 1 |
| Destroyer missiles<br>HEAVY | 72" | 1 | 4+ | 16 | -4 | D6+2 |
| Pulse Driver Cannon<br>BLAST<br>HEAVY | 72" | D6+3 | 4+ | 12 | -3 | 3 |
| Twin T'au flamer<br>IGNORES COVER<br>TORRENT<br>TWIN-LINKED | 12" | D6 | N/A | 4 | 0 | 1 |
| Twin airbursting fragmentation projector<br>BLAST<br>HEAVY<br>INDIRECT FIRE<br>TWIN-LINKED | 24" | D6 | 4+ | 3 | 0 | 1 |
| Twin burst cannon<br>HEAVY<br>TWIN-LINKED | 18" | 4 | 4+ | 5 | 0 | 1 |
| 2x Twin smart missile system<br>HEAVY<br>INDIRECT FIRE<br>TWIN-LINKED | 30" | 3 | 4+ | 5 | 0 | 1 |
| ➤ Pulse blast cannon - dispersed<br>HEAVY | 48" | 6 | 4+ | 10 | -2 | 4 |
| ➤ Pulse blast cannon - focused<br>HEAVY | 24" | 2 | 4+ | 24 | -6 | 12 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Thunderous footfalls | Melee | 3 | 5+ | 8 | -1 | 2 |

## ABILITIES

**Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, subtract 3 from this models Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

**Heavy Walker**
Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

**Support System**
Each time this model makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

**Titan-killer**
Each time this model makes a ranged attack that targets a TITANIC or TOWERING unit, you can re-roll the Hit roll.

## WEAPON ABILITIES

**Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### AUFSTELLUNG

1x Stormsurge (170 x 109mm)

**Equipped with:** Cluster rocket system, Destroyer missiles, Pulse Driver Cannon, Twin T'au flamer, Twin airbursting fragmentation projector, Twin burst cannon, 2x Twin smart missile system, ➤ Pulse blast cannon - dispersed, ➤ Pulse blast cannon - focused, Thunderous footfalls

**Wargear Options:**
- This model can replace its Pulse driver cannon with Pulse blast cannon.
- This model can replace its Twin T'au flamer with Twin airbursting fragmentation projector or Twin burst cannon.

**KEYWORDS:** Vehicle, Walker, Titanic, Towering, Stormsurge, Non-Kroot
**FACTION KEYWORDS:** T'au Empire

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**INVULNERABLE SAVE** 4+

**Heavy**
In your Shooting phase, each time an attack is made with a [**HEAVY**] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

**Ignores Cover**
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

**Indirect Fire**
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

**Torrent**
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

**Twin-linked**
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

## FACTION RULES

### For The Greater Good

If your Army Faction is T'AU EMPIRE, at the start of your Shooting phase you can select units from your army with this ability to become Observer units.

During your Shooting phase, for each Observer unit from your army that has not been selected to shoot this phase and is eligible to shoot (excluding FORTIFICATION and Battle-shocked units) select one enemy unit that is visible to be marked as their Spotted unit until the end of the phase. Each enemy unit can only be marked as a Spotted unit once per phase.

Units from your army with the For the Greater Good ability (excluding Observer units) are Guided units while targeting one or more Spotted units.

Until the end of the phase, each time a model from your army in a Guided unit makes an attack that targets a Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and, if the Spotted unit was marked by an Observer unit that has the Markerlight keyword, that attack has the [**IGNORES COVER**] ability.

## CORE RULES

### Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**KEYWORDS:** Vehicle, Walker, Titanic, Towering, Stormsurge, Non-Kroot
**FACTION KEYWORDS:** T'au Empire